

Advanced Java Programming For Web Development

Advanced Java Programming is a textbook specially designed for undergraduate and postgraduate students of Computer Science, Information Technology, and Computer Applications (BE/BTech/BCA/ME/M.Tech/MCA). Divided into three parts, the book provides an exhaustive coverage of topics taught in advanced Java and other related subjects.

Summary Manning's bestselling Java 8 book has been revised for Java 9! In Modern Java in Action, you'll build on your existing Java language skills with the newest features and techniques. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Modern applications take advantage of innovative designs, including microservices, reactive architectures, and streaming data. Modern Java features like lambdas, streams, and the long-awaited Java Module System make implementing these designs significantly easier. It's time to upgrade your skills and meet these challenges head on! About the Book Modern Java in Action connects new features of the Java language with their practical applications. Using crystal-clear examples and careful attention to detail, this book respects your time. It will help you expand your existing knowledge of core Java as you master modern additions like the Streams API and the Java Module System, explore new approaches to concurrency, and learn how functional concepts can help you write code that's easier to read and maintain. What's inside Thoroughly revised edition of Manning's bestselling Java 8 in Action New features in Java 8, Java 9, and beyond Streaming data and reactive programming The Java Module System About the Reader Written for developers familiar with core Java features. About the Author Raoul-Gabriel Urma is CEO of Cambridge Spark. Mario Fusco is a senior software engineer at Red Hat. Alan Mycroft is a University of Cambridge computer science professor; he cofounded the Raspberry Pi Foundation. Table of Contents PART 1 - FUNDAMENTALS Java 8, 9, 10, and 11: what's happening? Passing code with behavior parameterization Lambda expressions PART 2 - FUNCTIONAL-STYLE DATA PROCESSING WITH STREAMS Introducing streams Working with streams Collecting data with streams Parallel data processing and performance PART 3 - EFFECTIVE PROGRAMMING WITH STREAMS AND LAMBDA Collection API enhancements Refactoring, testing, and debugging Domain-specific languages using lambdas PART 4 - EVERYDAY JAVA Using Optional as a better alternative to null New Date and Time API Default methods The Java Module System PART 5 - ENHANCED JAVA CONCURRENCY Concepts behind CompletableFuture and reactive programming CompletableFuture: composable asynchronous programming Reactive programming PART 6 - FUNCTIONAL PROGRAMMING AND FUTURE JAVA EVOLUTION Thinking functionally Functional programming techniques Blending OOP and FP: Comparing Java and Scala Conclusions and where next for Java

Choice Outstanding Academic Title, 2008. The uniqueness of shape as a perceptual property lies in the fact that it is both complex and structured. Shapes are perceived veridically—perceived as they really are in the physical world, regardless of the orientation from which they are viewed. The constancy of the shape percept is the sine qua non of shape perception; you are not actually studying shape if constancy cannot be achieved with the stimulus you are using. Shape is the only perceptual attribute of an object that allows unambiguous identification. In this first book devoted exclusively to the perception of shape by humans and machines, Zygmunt Pizlo describes how we perceive shapes and how to design machines that can see shapes as we do. He reviews the long history of the subject, allowing the reader to understand why it has taken so long to understand shape perception, and offers a new theory of shape. Until recently, shape was treated in combination with such other perceptual properties as depth, motion, speed, and color. This resulted in apparently contradictory findings, which made a coherent theoretical treatment of shape impossible. Pizlo argues that once shape is understood to be unique among visual attributes and the perceptual mechanisms underlying shape are seen to be different from other perceptual mechanisms, the research on shape becomes coherent and experimental findings no longer seem to contradict each other. A single theory of shape perception is thus possible, and Pizlo offers a theoretical treatment that explains how a three-dimensional shape percept is produced from a two-dimensional retinal image, assuming only that the image has been organized into two-dimensional shapes. Pizlo focuses on discussion of the main concepts, telling the story of shape without interruption. Appendixes provide the basic mathematical and computational information necessary for a technical understanding of the argument. References point the way to more in-depth reading in geometry and computational vision.

ADVANCED JAVA: This book is especially for those who have basic knowledge of JAVA and want to learn some advanced features of JAVA like Applet, AWT, SWINGs, Servlet, JDBC, JSP etc... Also every one with interest in ADVANCED JAVA can refer this book to get the knowledge of secure Web Application Development using Swing, JDBC, Servlet and JSP. It covers virtually most of core features and some of the advanced features of Web site Development including more than hands on examples tested in popular Web browser like Chrome, IE and Firefox and platforms like Apache Web Server and WampServer. Most of code samples are presented in easy to use way through any simple text editor starting from notepad. Throughout the book most of the programming features are explained through syntax and examples to develop state-of-the-art Web applications.

AngularJS is the leading framework for building dynamic JavaScript applications that take advantage of the capabilities of modern browsers and devices. AngularJS, which is maintained by Google, brings the power of the Model-View-Controller (MVC) pattern to the client, providing the foundation for complex and rich web apps. It allows you to build applications that are smaller, faster, and with a lighter resource footprint than ever before. Best-selling author Adam Freeman explains how to get the most from AngularJS. He begins by describing the MVC pattern and the many benefits that can be gained...

Advanced JAVA Lab Manual: This lab manual is specially written for computer engineering and IT students for practicing Advanced JAVA features. Also every one with interest in experementing JAVA's advanced features such as SWING,

Servlet, JSP, JDBC, AWT, Applet etc.. can refer this manual to get the knowledge of secure Web Application Development using Swing, JDBC, Servlet and JSP. It covers virtually most of core features and some of the advanced features of Web site Development including more than hands on examples tested in popular Web browser like Chrome, IE and Firefox and platforms like Apache Web Server and WampServer. Most of code samples are presented in easy to use way through any simple text editor starting from notepad. Throughout the manual most of the programming features are explained through syntax and examples to develop state-of-the-art Web applications. Different approaches are used to explain various features of Advanced JAVA.

Expand your programming skills and get more out of Java, with platform- and framework-neutral tutorials that are useful for building web, mobile, and desktop applications.

This book looks at the exciting world of advanced programming concepts with the three major Java platforms - Java 2 Enterprise Edition (J2EE), Java 2 Standard Edition (J2SE) and Java 2 Micro Edition (J2ME).

Gain a deeper understanding of JavaScript and apply it to build small applications in backend, frontend, and mobile frameworks. Key Features Explore the new ES6 syntax, the event loop, and asynchronous programming Learn the test-driven development approach when building apps Master advanced JavaScript concepts to enhance your web developments skill Book Description If you are looking for a programming language to develop flexible and efficient applications, JavaScript is an obvious choice. Advanced JavaScript is a hands-on guide that takes you through JavaScript and its many features, one step at a time. You'll begin by learning how to use the new JavaScript syntax in ES6, and then work through the many other features that modern JavaScript has to offer. As you progress through the chapters, you'll use asynchronous programming with callbacks and promises, handle browser events, and perform Document Object Model (DOM) manipulation. You'll also explore various methods of testing JavaScript projects. In the concluding chapters, you'll discover functional programming and learn to use it to build your apps. With this book as your guide, you'll also be able to develop APIs using Node.js and Express, create front-ends using React/Redux, and build mobile apps using React/Expo. By the end of Advanced JavaScript, you will have explored the features and benefits of JavaScript to build small applications. What you will learn Examine major features in ES6 and implement those features to build applications Create promise and callback handlers to work with asynchronous processes Develop asynchronous flows using Promise chaining and async/await syntax Manipulate the DOM with JavaScript Handle JavaScript browser events Explore Test Driven Development and build code tests with JavaScript code testing frameworks. List the benefits and drawbacks of functional programming compared to other styles Construct applications with the Node.js backend framework and the React frontend framework Who this book is for This book is designed to target anyone who wants to write JavaScript in a professional environment. We expect the audience to have used JavaScript in some capacity and be familiar with the basic syntax. This book would be good for a tech enthusiast wondering when to use generators or how to use Promises and Callbacks effectively, or a novice developer who wants to deepen their knowledge on JavaScript and understand TDD.

A completely revised edition, offering new design recipes for interactive programs and support for images as plain values, testing, event-driven programming, and even distributed programming. This introduction to programming places computer science at the core of a liberal arts education. Unlike other introductory books, it focuses on the program design process, presenting program design guidelines that show the reader how to analyze a problem statement, how to formulate concise goals, how to make up examples, how to develop an outline of the solution, how to finish the program, and how to test it. Because learning to design programs is about the study of principles and the acquisition of transferable skills, the text does not use an off-the-shelf industrial language but presents a tailor-made teaching language. For the same reason, it offers DrRacket, a programming environment for novices that supports playful, feedback-oriented learning. The environment grows with readers as they master the material in the book until it supports a full-fledged language for the whole spectrum of programming tasks. This second edition has been completely revised. While the book continues to teach a systematic approach to program design, the second edition introduces different design recipes for interactive programs with graphical interfaces and batch programs. It also enriches its design recipes for functions with numerous new hints. Finally, the teaching languages and their IDE now come with support for images as plain values, testing, event-driven programming, and even distributed programming.

This book is primarily intended for beginners who wants to learn various aspects of software engineering and building web applications using Java programming language. There are many good books available in the market which independently teach Java, Web Servers, MVC based Frameworks, JSP, PL/SQL, AJAX, JavaScript, CSS, HTML5, UML, SDLC etc. This book covers all of these things plus other aspects together while building an actual web application from inception till completion. This books takes a sample web application and builds it from scratch. Each aspect is explained at micro level with real time examples along with the UML diagrams and code. The fundamental concepts of software engineering and programming web applications are covered with high importance. The objective of this book is to teach building modern day business web applications using java and other related technologies. This book teaches everything in details and in simpler way about building web applications with medium to high level of complexity. This book also covers various software engineering concepts that are required for building software solutions. The book takes you through each and every step of building a web application from scratch. The objective is to teach the reader every single aspect of software engineering required for building web applications from inception till deployment and support. In order to achieve the objective, a real life business requirement is taken and the sample project is built step by step from requirements gathering till deployment and support. The book includes building a light weight MVC based Java framework and building the sample web application using it. During the course architecture, SDLC, UML, security, ajax, various patterns, best practices and other related topics are explained. The best way to learn anything is to get the hands

dirty. When a developer starts building any software solution, he/she gets lots of doubts and questions while actually doing it. When the reader architects, designs and does the coding hands on, the reader learns every aspect practically. When the reader builds the working application step by step, the confidence of the reader as a developer is boosted. Take Your Skills to the Next Level with 70+ Examples Get the Kindle version FREE when purchasing the Paperback! This third instalment in the Step-By-Step C# Series is geared towards seasoned developers and novices alike. This guide explores slightly more advanced C# techniques, while being presented in our popular, easy to understand format. The topics in this book will prove invaluable to anyone currently using C#, no matter your skill level. With numerous examples and step by step descriptions, you will be able to master this wonderful language in no time. What This Book Offers 79 Practical Examples With each concept, we provide one or more example to illustrate the topic in a way that makes it easy to understand. We break examples down into their basic workings, and provide the output for you to compare to your own results. Detailed Descriptions Each topic is broken down into small manageable sections where each concept is explained in detail. We look at the different variations and types available, what the various return values mean and even how to avoid common errors. Reference Manual This book serves as a teaching guide and also a reference manual to accompany you through this wonderful world of programming. We aim to keep the core of the examples similar, so the only variable is the topic under discussion. This makes for easier learning and effortless referencing. Key Topics Interfaces Namespaces File I/O Operations Exception Handling Attributes Properties Delegates Reflection Collections Generics Events Multithreading Regular Expressions Get Your Copy Today!

"Java is a powerful language for cross-platform, object-oriented application programming. It can be found in many types of applications such as standalone, web, enterprise, and mobile. Advanced Java Programming is a higher level study of many advanced Java topics including JDBC, RMI, EIO, collections, assertions, logging, and concurrency. This advanced course by seasoned Java Developer David Saenz will demonstrate the power of Java and how to implement cutting edge apps that can perform well in mission critical applications. Source code is included."--Resource description page.

Showcases the newest features of the Macintosh operating system, covering UNIX, networking, multiple users, security, AppleScript, fonts, utilities, .Mac, and speech and handwriting features.

This book is for professional WildFly developers. If you are already using JBoss or WildFly but don't use the Eclipse IDE and Maven for development, this book will show you how the Eclipse IDE and Maven facilitate the development of Java EE applications with WildFly 8.1. This book does not provide a beginner-level introduction to Java EE as it is written as an intermediate/advanced course in Java EE development with WildFly 8.1.

Latte is Borland's Windows version of Java, complete with a full GUI, IDE, and debugging tools. This book fully details how to develop feature-rich applications for the Web with Latte, including advanced features such as the Just-In-Time compiler. Web Programming with Latte addresses the needs of intermediate to advanced Java/Latte programmers and developers.

Begin a Work-at-Home Career with the Training and Education You Need! Train at Home to Work at Home This unique guide provides comprehensive resources on more than 200 distance-learning programs that can teach you 27 of the most popular and profitable work-at-home careers. Distance-learning programs have exploded in the last few years--courses are now available online, via e-mail, via teleclass, through the mail, on audiotape, on videotape, and even on CD-ROM. You can learn: graphic design at UCLA professional writing at Washington State University life coaching at CoachU Web site design at Penn State financial planning at University of Alabama interior design at the Art Institute International medical transcription at the Health Professions Institute and many more. Plus, extensive resource lists (organizations, books, and Web sites) complete each section. Full contact information, tuition rates, and course descriptions make comparisons and contrasts a breeze.

Fully updated to reflect Java SE 7 language changes, *Advance Java®*, Volume II—Advanced Features, Fifteenth Best Selling Edition, is the definitive guide to Java's most powerful features for enterprise and desktop application development. "I was fortunate indeed to have worked with a fantastic team on the design and implementation of the concurrency features added to the Java platform in Java 5.0 and Java 6. Now this same team provides the best explanation yet of these new features, and of concurrency in general. Concurrency is no longer a subject for advanced users only. Every Java developer should read this book." --Martin Buchholz JDK Concurrency Czar, Sun Microsystems "For the past 30 years, computer performance has been driven by Moore's Law; from now on, it will be driven by Amdahl's Law. Writing code that effectively exploits multiple processors can be very challenging. *Java Concurrency in Practice* provides you with the concepts and techniques needed to write safe and scalable Java programs for today's--and tomorrow's--systems." --Doron Rajwan Research Scientist, Intel Corp "This is the book you need if you're writing--or designing, or debugging, or maintaining, or contemplating--multithreaded Java programs. If you've ever had to synchronize a method and you weren't sure why, you owe it to yourself and your users to read this book, cover to cover." --Ted Neward Author of *Effective Enterprise Java* "Brian addresses the fundamental issues and complexities of concurrency with uncommon clarity. This book is a must-read for anyone who uses threads and cares about performance." --Kirk Pepperdine CTO, *JavaPerformanceTuning.com* "This book covers a very deep and subtle topic in a very clear and concise way, making it the perfect Java Concurrency reference manual. Each page is filled with the problems (and solutions!) that programmers struggle with every day. Effectively exploiting concurrency is becoming more and more important now that Moore's Law is delivering more cores but not faster cores, and this book will show you how to do it." --Dr. Cliff Click Senior Software Engineer, Azul Systems "I have a strong interest in concurrency, and have probably written more thread deadlocks and made more synchronization mistakes than most programmers. Brian's book is the most readable on the topic of threading and concurrency in Java, and deals with this difficult subject with a wonderful hands-on approach. This is a book I am recommending to all my readers of *The Java Specialists' Newsletter*, because it is interesting, useful, and relevant to the problems facing Java developers today." --Dr. Heinz Kabutz *The Java Specialists' Newsletter* Designed for serious programmers, this reliable, unbiased, no-nonsense tutorial illuminates advanced Java language and library features with thoroughly tested code examples. As in previous editions, all code is easy to understand and displays modern best-practice solutions to the realworld challenges faced by professional developers. Volume II quickly brings you up-to-speed on key Java SE 7 enhancements, ranging from the new file I/O API to improved concurrency utilities. All code examples are updated to reflect these enhancements. Complete descriptions of new language and platform features are highlighted and integrated with insightful explanations of advanced Java programming techniques. You'll learn all you need to build robust production software with Streams, files, and regular expressions XML Networking Database programming facilities JNDI/LDAP directory integration Internationalization Advanced Swing techniques JavaBeans components Web services Advanced platform security features Annotations Distributed objects Native methods, and more For detailed coverage of fundamental Java SE 7 features, including objects, classes,

inheritance, interfaces, reflection, events, exceptions, graphics, Swing, generics, collections, concurrency, and debugging, Advanced Java Game Programming teaches you how to create desktop and Internet computer games using the latest Java programming language techniques. Whereas other Java game programming books focus on introductory Java material, this book covers game programming for experienced Java developers. David Wallace Croft, founder of the Game Developers Java Users Group (GameJUG), has assembled an open-source reusable game library—a Swing animation engine that allows developers to use these techniques and put out new games very rapidly. The open-source game library also includes a reusable game deployment framework and a multiplayer networking library with HTTP firewall tunneling capability for applets. All of the code is open source, including the example games. The animation has been scrupulously tested and optimized in the Swing environment, and Croft clearly explains how the code works in great detail. The graphics and audio libraries used in the examples are public domain and may also be used royalty-free for creating new games.

Advanced Java is a textbook specially designed for undergraduate and post graduate students of Computer Science. It focuses on developing the applications both at basic and moderate level. This text book is divided into seven units. The first unit introduces Java network programming. In this unit along with the basic concepts of networking, the programming using Sockets, InetAddress, URL and URLConnection class is discussed in a lucid manner. The second unit is based on JDBC programming. In this unit, connecting with the database is discussed with examples and illustrations. Then next two chapters focuses on server side programming by means of Servlet programming and JSP. In third unit, the illustration of how to create and execute servlets is given. Then the concept of cookies and session management is discussed. In the next subsequent unit the Java Server Pages - its overview and programming is studied. In the last three units the advanced concepts of Java programming such as JSF, Hibernate and Java Web Framework : Spring is discussed. The contents of this textbook is supported with numerous illustrations, examples, program codes, and screenshots. With its lucid presentation and inclusion of numerous examples the book will be very useful for the readers.

Expand your knowledge of Java for web applications with this book-and-software bundle With millions of users, Java is the world's second most popular programming language. If you have a basic knowledge of Java, this book-and-software package will help you expand your skills to cover enterprise Java applications and web applications. Each lesson begins with a scenario describing a software problem, then provides a list of specific items to be coded. With the patented code-judging engine provided by the Wrox Innerworkings software, you'll get a score and a chance to rework your code until it's correct, helping you learn each step of the way. Programmers with a basic knowledge of Java will learn advanced skills quickly and effectively with this innovative book-and-software training package Receive real-time feedback on your code through the patented Innerworkings code-judging engine Uses proven Wrox teaching techniques along with digital training to provide a thorough working knowledge of Java for web applications Professional Java for Web Applications Challenge Set combines Wrox know-how with a patented Innerworkings code lab to give you a powerful training module for advanced Java programming.

Objective of our book To Getting the student to be well trained in Advanced Java Programming skills for an easy entry in the IT Industry. Advanced java is the next level of java programming. It is two tier architecture i.e client and server. advance java programming covers the swings, awt, socket thread concept as well as collection object and classess. Advance java is used for web based application and enterprise application. This book specially designed for Java learners.

Explains how to use server-side technology to generate dynamic content in online applications, including dynamic Web scripting, JSP components, databases, and tag-based Java programming.

For programmers eager to use Java to its full potential, this is the book they'll want. It covers important challenges such as developing GUIs in Java, creating reusable client/server programs, and writing Java applets that interact directly with Web browsers. The CD includes the book's source code and javadoc-generated HTML documentation for all the code presented in the book. COVER TITLE

Develop Java enterprise applications to meet the emerging digital standards using Java EE 7 About This Book Build modern Java EE web applications that insert, update, retrieve, and delete customer data with up-to-date methodologies Delve into the essential JavaScript programming language and become proficient with front-end technologies that integrate with the Java platform Learn about JavaServer Faces, its lifecycle, and custom tags, and build exciting digital applications with the aid of handpicked, real-world examples Who This Book Is For If you are a professional Java engineer and want to develop well-rounded and strong Java Web Development skills, then this book is for you. What You Will Learn Understand and apply updated JavaServer Faces key features including HTML5 support, resource library constructs, and pass through attributes Build web applications that conform to digital standards and governance, and leverage the Java EE 7 web architecture Construct modern JSF Forms that apply validation, add AJAX for immediate validation, and write your own validators Augment a traditional web application with JSF 2.2 Flow Beans and Flow Scope Beans Program single page applications including AngularJS, and design Java RESTful back-end services for integration Utilize modern web frameworks such as Bootstrap and Foundation in your JSF applications Create your own JSF custom components that generate reusable content for your stakeholders and their businesses In Detail Digital Java EE 7 presents you with an opportunity to master writing great enterprise web software using the Java EE 7 platform with the modern approach to digital service standards. You will first learn about the lifecycle and phases of JavaServer Faces, become completely proficient with different validation models and schemes, and then find out exactly how to apply AJAX validations and requests. Next, you will touch base with JSF in order to understand how relevant CDI scopes work. Later, you'll discover how to add finesse and pizzazz to your digital work in order to improve the design of your e-commerce application. Finally, you will deep dive into AngularJS development in order to keep pace with other popular choices, such as Backbone and Ember JS. By the end of this thorough guide, you'll have polished your skills on the Digital Java EE 7 platform and be able to creat exiting web application. Style and approach This book takes a step-by-step and detailed approach, coaching you through real-world scenarios. The book's style is designed for those who enjoy a thorough educational approach. This book introduces the advanced features of Java. Among these are OO design and analysis of Java programs, implementing callbacks, enhancing the Java toolkit, meta-programming in Java, security, multiple threads, 3D imaging, and access to third party software.

Advanced Java is the next advanced level concept of Java programming. ... The advanced java programming covers the Swings, Socket Programming, AWT, Thread Concepts as well as the Collection objects and classes. "Advanced Java" is nothing but specialization in domains such as web, networking, data base handling In this section you will find the Java topics that should be part of Advanced Java study course. We have extensive collection of Advance Java online course materials. The links to these Advance Java Tutorials are provided for easy reference. You can easily locate the topics of your interest by just clicking on the link provided. This Advanced Java book increases the advance java skills and helps the programmers to better utilize the advance features of Java technology. After learning our Advance Java Tutorials you will be able to apply the advance concepts to develop the applications. To complete the Advance Java successfully, you should be familiar and have programming experience in basic Java programming. You must have good exposure to the object-oriented programming (OOP) concepts of Java language. Core java is used for developing general java application where as Advanced java Program is used for developing the web based application and enterprise application. Core java is having the concept of Java Fundamentals, Applet, Swings, JDBC, JavaBeans. technology without this no one can jump on any advance java technology. SO BUY THIS BOOK NOW AND BECOME EXPERT IN JAVA

The Java® Tutorial, Fifth Edition, is based on Release 7 of the Java Platform Standard Edition. This revised and updated edition introduces the new features added to the platform, including a section on NIO.2, the new file I/O API, and information on migrating legacy code to the new API. The deployment coverage has also been expanded, with new chapters such as “Doing More with Rich Internet Applications” and

“Deployment in Depth,” and a section on the fork/join feature has been added to the chapter on concurrency. Information reflecting Project Coin developments, including the new try-with-resources statement, the ability to catch more than one type of exception with a single exception handler, support for binary literals, and diamond syntax, which results in cleaner generics code, has been added where appropriate. The chapters covering generics, Java Web Start, and applets have also been updated. In addition, if you plan to take one of the Java SE 7 certification exams, this guide can help. A special appendix, “Preparing for Java Programming Language Certification,” lists the three exams available, details the items covered on each exam, and provides cross-references to where more information about each topic appears in the text. All of the material has been thoroughly reviewed by members of Oracle Java engineering to ensure that the information is accurate and up to date.

Web Technologies is specially designed as a textbook for undergraduate students of Computer Science & Engineering and Information Technology and postgraduate students of Computer Applications. The book seeks to provide a thorough understanding of fundamentals of Web Technologies. Divided into four sections, the book first introduces basic concepts such as Introduction to Web, HTTP, Java Network Programming, HTML, and Cascading Style Sheets (CSS). The following three sections describe various applications of web technologies, namely, XML, client-side scripting, and server-side scripting. The second section on XML Technologies focuses on concepts such as XML Namespace, DTD, and Schema, parsing in XML, concept of XPath, XML Transformation and other XML technologies. The third section dealing with client-side programming includes JavaScript and Applets and the last section introduces server-side programming including CGI, Servlets, JSP, and Introduction to J2EE. Presenting the concepts in comprehensive and lucid manner, the book includes numerous real-world examples and codes for better understanding of the subject. Moreover, the text is supported with illustrations, screenshots, review questions, and exercises.

ADVANCED JAVA Osmora Incorporated

This book covers the practical considerations and applications in database programming using Java NetBeans IDE, JavaServer Pages, JavaServer Faces, and Java Beans, and comes complete with authentic examples and detailed explanations. Two data-action methods are developed and presented in this important resource. With Java Persistence API and plug-in Tools, readers are directed step by step through the entire database programming development process and will be able to design and build professional data-action projects with a few lines of code in mere minutes. The second method, run time object, allows readers to design and build more sophisticated and practical Java database applications. Advanced and updated Java database programming techniques such as Java Enterprise Edition development kits, Enterprise Java Beans, JavaServer Pages, JavaServer Faces, Java RowSet Object, and Java Updatable ResultSet are also discussed and implemented with numerous example projects. Ideal for classroom and professional training use, this text also features:

- A detailed introduction to NetBeans Integrated Development Environment
- Java web-based database programming techniques (web applications and web services)
- More than thirty detailed, real-life sample projects analyzed via line-by-line illustrations
- Problems and solutions for each chapter
- A wealth of supplemental material available for download from the book's ftp site, including PowerPoint slides, solution manual, JSP pages, sample image files, and sample databases
- Coverage of two popular database systems: SQL Server 2008 and Oracle

This book provides undergraduate and graduate students as well as database programmers and software engineers with the necessary tools to handle the database programming issues in the Java NetBeans environment.

DBMS Summary of DBMS Functions CODD's Rules Structured Query Language Using SQL as a Data Definition Language Using SQL as a Data Query Language Functions JDBC Architecture Remote Database Access Introduction Connecting to an ODBC Data Source JDBC Connection JDBC Implementation Resultset Processing: Retrieving Results Prepared Statement Callable Statement Other JDBC Classes Moving the Cursor in Scrollable Result Sets Making Updates to Updatable Result Sets Updating a Result Set Programmatically Introduction To Software Components Software Component Model Javabean Importance of Java Component Model4 Bean Development Kit Starting the BeanBox Using The BDK Beanbox and The Demo Javabeans Building Simple Bean Building the First Bean Event Handling Bean Persistence Serialization and Deserialization Serializable Bean Introspection Introspector EJB – Overview Component Transaction Monitors TP Monitors Object Request Brokers Middle - Ware Architecture Application Server Example Application Servers The Transactional and n-tier View The Middleware and 3-tier View Why Application Servers? What Application Servers should provide? Introduction to Distributed Applications Distributed Vs Non-Distributed Models Introduction to RMI RMI Architecture Bootstrapping and the RMI registry Working of RMI advantages of RMI Building a Simple Client/Server Application Create the Remote Interface Create a class that implements the Remote Interface Create the main Server program Create Stub and Skeleton Classes Copy the Remote Interface and Stub File to the Client Host Create a Client class that uses the remote services Start up the Registry, Server and Client How RMI simulates pass by reference Dynamic Class Loading Further Best & Ultimate Interview Preparation You can read following Book References Available On Amazon.com---

1. Cracking the Java Coding Interview HandBook. ASIN: B00G1NV9BE
2. Cracking the Coding Interview: 400 Programming Questions and Solutions - ASIN: B00FF4ZH8Q
3. Core Java Programming

Learn practical uses for some of the hottest tech applications trending among technology professionals We are living in an era of digital revolution. On the horizon, many emerging digital technologies are being developed at a breathtaking speed. Whether we like it or not, whether we are ready or not, digital technologies are going to penetrate more and more, deeper and deeper, into every aspect of our lives. This is going to fundamentally change how we live, how we work, and how we socialize. Java, as a modern high-level programming language, is an excellent tool for helping us to learn these digital technologies, as well as to develop digital applications, such as IoT, AI, Cybersecurity, Blockchain and more. Practical Java Programming uses Java as a tool to help you learn these new digital technologies and to be better prepared for the future changes. Gives you a brief overview for getting started with Java Programming Dives into how you can apply your new knowledge to some of the biggest trending applications today Helps you understand how to program Java to interact with operating systems, networking, and mobile applications Shows you how Java can be used in trending tech applications such as IoT (Internet of Things), AI (Artificial Intelligence), Cybersecurity, and Blockchain Get ready to find out firsthand how Java can be used for connected home devices, healthcare, the cloud, and all the hottest tech applications.

The revised edition of the classic Core Java™, Volume II—Advanced Features, covers advanced user-interface programming and the enterprise features of the Java SE 6 platform. Like Volume I (which covers the core language and library features), this volume has been updated for Java SE 6 and new coverage is highlighted throughout. All sample programs have been carefully crafted to illustrate the latest programming techniques, displaying best-practices solutions to the types of real-world problems professional developers encounter. Volume II includes new sections on the StAX API, JDBC 4, compiler API, scripting framework, splash screen and tray APIs, and many other Java SE 6 enhancements. In this book, the authors focus on the more advanced features of the Java language, including complete coverage of Streams and Files Networking Database programming XML JNDI and LDAP Internationalization Advanced GUI components Java 2D and advanced AWT JavaBeans Security RMI and Web services Collections Annotations Native methods For thorough coverage of Java fundamentals—including interfaces and inner classes, GUI programming with Swing, exception handling, generics, collections, and concurrency—look for the eighth edition of Core Java™, Volume

I–Fundamentals (ISBN: 978-0-13-235476-9).

The comprehensive Wrox guide for creating Java web applications for the enterprise This guide shows Java software developers and software engineers how to build complex web applications in an enterprise environment. You'll begin with an introduction to the Java Enterprise Edition and the basic web application, then set up a development application server environment, learn about the tools used in the development process, and explore numerous Java technologies and practices. The book covers industry-standard tools and technologies, specific technologies, and underlying programming concepts. Java is an essential programming language used worldwide for both Android app development and enterprise-level corporate solutions As a step-by-step guide or a general reference, this book provides an all-in-one Java development solution Explains Java Enterprise Edition 7 and the basic web application, how to set up a development application server environment, which tools are needed during the development process, and how to apply various Java technologies Covers new language features in Java 8, such as Lambda Expressions, and the new Java 8 Date & Time API introduced as part of JSR 310, replacing the legacy Date and Calendar APIs Demonstrates the new, fully-duplex WebSocket web connection technology and its support in Java EE 7, allowing the reader to create rich, truly interactive web applications that can push updated data to the client automatically Instructs the reader in the configuration and use of Log4j 2.0, Spring Framework 4 (including Spring Web MVC), Hibernate Validator, RabbitMQ, Hibernate ORM, Spring Data, Hibernate Search, and Spring Security Covers application logging, JSR 340 Servlet API 3.1, JSR 245 JavaServer Pages (JSP) 2.3 (including custom tag libraries), JSR 341 Expression Language 3.0, JSR 356 WebSocket API 1.0, JSR 303/349 Bean Validation 1.1, JSR 317/338 Java Persistence API (JPA) 2.1, full-text searching with JPA, RESTful and SOAP web services, Advanced Message Queuing Protocol (AMQP), and OAuth Professional Java for Web Applications is the complete Wrox guide for software developers who are familiar with Java and who are ready to build high-level enterprise Java web applications.

While other books only touch on the subject, this book is designed to provide in-depth guidance so that the reader can become a java master. There are lots of examples as this book guides the reader from a beginner to advanced level. The reader will learn: Chapter 1: Java Basics Chapter 2: Java Data Structures and Algorithms Chapter 3: Java Web Development Chapter 4: Java GUI Programming Chapter 5: Object-Oriented Programming Chapter 6: Java Interview Questions

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